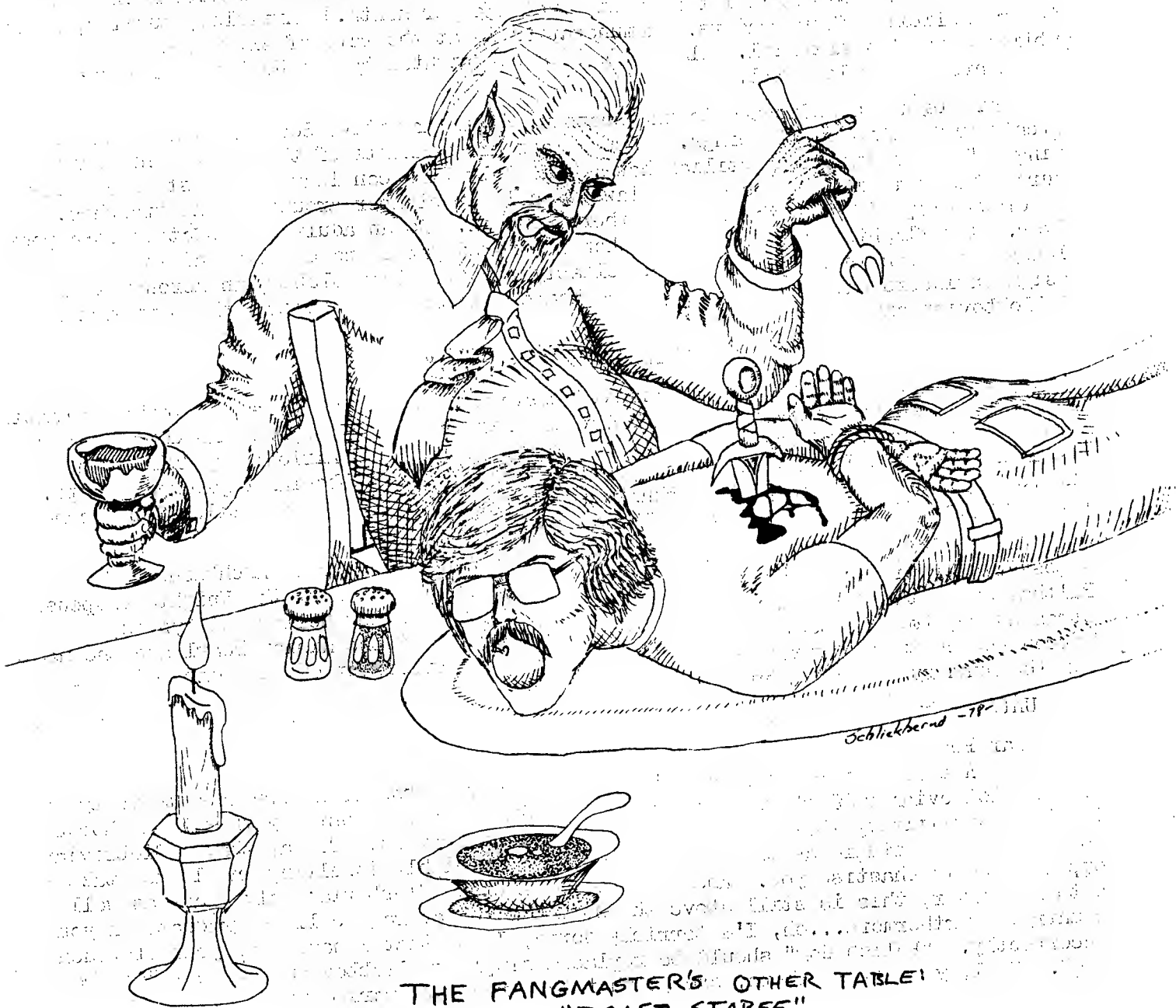


CLAW & FANG



THE FANGMASTER'S OTHER TABLE
"ROAST STABEE"

CLAW & FANG is published monthly by Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Tele (916) 383-4848. Deadlines are on the 10th of the month for my games; the 7th for most Guest GM games. Subscription rate is 6 months for \$2.00. Game fee is \$3.00 per game in addition to a subscription. Twenty three games are currently running in C&F-- most are by inserts to players only to permit the maximum nongame material in C&F. (All inserts are available for an additional 15¢ per month.) Articles, puzzles, recipes, etc are solicited from readers. Remuneration is at the rate of \$1.00 credit per published page of material. CLAW & FANG is copyrighted by Don Horton. Diplomacy is copyrighted by Avalon Hill.

This issue is dedicated to the hoatzin. This primitive South American bird is hatched with claws on its wings. These claws are remnants of the second and third "fingers" of an ancient reptilian hand. The baby bird can leave the nest only a few hours after hatching and uses the claws to help it clamber around in the branches. The claws drop off when the wing feathers come in. As an adult, the hoatzin is a poor flyer. Its flights are seldom more than a hundred yards and usually end in a clumsy crash landing. [It has been reliably reported that Slobbovian aeronautical design engineers have been studying the hoatzin in order to improve the performance of Slobbovian aircraft.]

"DEAR FANGMASTER....."

[The following letter, which arrived postage due, refers to last month's dedication. The letter was hand delivered by a Slobbovian Air Cadet (the highest ranking officer in the Slobbovian Airforce). In addition to the Slobbovian Airforce symbol of the singlegined dodo, he also wore the double cross of the Slobbovian Diplomatic Corps. The postage due was 5,687,241 Slobbniks (whatever that is) but he settled for a non-breeding pair of petrocks and a tollhouse cookie.]

From: Jurgen Sekunder Zhukovski, Grand Dilettante of Jamul, Archbishop of Kaposvaria (retired), Triarch Minor of Venturia, Lord Paladin of the Knights Dispensable, Balthazaar of the Valgorian Hegemony, Prinz of Jamul, Member College of Cynies, Strakenhore, Lord Protector of Nova Slobbovia, Holder of the Minian Pearl and the magic Torcon (which turns garbage into peach Jell-o), and President of the Board of review for the Nunnery of Saint Frieda the Friendly.

Unto: Churl Dunee Hortenee.

Dear Peasant,

A copy of your Diplomacy 'zine, Flew & Wang, has been forwarded to me by one of our Slobbovian publishers, Bruz von Schlickbernd, and I must say that I am shocked by the insensitivy that you displayed in your dudication. To say that a Slobbovian dog would be so stupid as to chase a parked ear is highly insulting and I must take the opportunity to chastise you. And whereas the average Slobbovian only reads as well as a third grader, this is still above the norm for the average college graduate in your country. Furthermore...oh, I'm terribly sorry, I see that I have read your statement incorrectly. "Polish dog" should be replaced simply by Slobbovian, and not "Slobbovian dog". Well, you got me there, except that they run into parked troikas. Sneer.

Neurse Schivosk,
/s/ Priny Jurgen S. Zhukovski

P.S. Have you heard how many Dementians it takes to drill an oil well? One to hold the drill and four million to turn the province...

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ABOUT THE COVER..... Thanks to Bruce Schlickbernd for this month's cover illustration. For those of you not having had the misfortune of meeting either of us, the figure with the apple in his mouth is a good likeness of Bruce. Except for the Spock ears, I suppose the other is a fair likeness of me. He certainly got the pot right.

Since I've discovered I can get offset reproduction done at a fairly reasonable rate, I'd like to invite others to submit drawings. Usual rates apply.

ITALY AND FRANCE: AN ALLIANCE?

by Mark Edward Rowell

I have always operated on the assumption that any country on the Diplomacy board could ally with any of its neighbors, on a long term basis, with relative ease. The only possible exception to this was an Austro-German alliance. I have been mulling over an article by Len Lakofka in Diplomacy World about four or five issues back (Fall 1976), which outlines a way of evaluating alliances. There seemed to be something missing. The other day, while in my favorite position for thinking about Diplomacy (up to my elbows in soapy water and dirty dishes with a conference map on the wall in front of me) I found a flaw in my assumption and the answer to my problem with the article: A Franco-Italian alliance can not be easily achieved and is a perfect illustration of the incompleteness of Lakofka's picture of a good alliance.

When examined by Len Lakofka's grading system, an alliance between Italy and France checks out very well. The conditions of his second best category of alliances--both parties moving side-by-side in the same direction--are met if Italy attacks Austria and France does the same to Germany. If France goes after England and Italy takes on Austria or Turkey, or Italy attacks Turkey and France picks on England or Germany, the alliance meets the criterion of his classification of best alliances--both countries move away from each other. This good rating is backed up by the fact that French and Italian spheres of interest fit very well; France looking north and east, and Italy looking east. There is little reason for conflict until both countries are involved in Russian territory toward the end of the game. But why then is this alliance so rare if it is so ideal?

The answer lies in the presence of the only impassable province on the board that is of any consequence--Switzerland. This province profoundly affects the tactics used in this area of the board, and this in turn influences the diplomatic give and take of the surrounding countries. It is an extremely limiting factor. During the early years of a game, an alliance is primarily used to establish a strong and stable position among the general confusion for the two countries involved. This almost always requires tactical and strategic cooperation to insure growth and a healthy alliance. This can not happen if the allies are moving away from each other. How then are France and Italy going to be able to combine their forces early in a game? Assume they decide to execute a joint attack on Germany. Switzerland prevents them from doing this without Italian armies crossing Austrian soil, and any self respecting Austria is going to think twice about letting Italy run units through Tyrolia. This exposes Vienna and Trieste to attack and presents the Austrian with the added worry of having Italian units both north and west of him. Allowing Italy passage means that he either has to tie up a couple of units defending his exposed supply centers or gamble that Italy's move north is really aimed at Germany and not himself. O.K., that avenue is closed, what about a joint move against Austria? To write out a detailed description of the German's opinion of the request for uncontested passage of French armies through Munich is totally unnecessary. He isn't going to cooperate. The alternate route, through Piedmont, is not usable because there is not enough room for French armies using this approach to help Italy, except defensively. This leaves only the possibility of sharing fleets, but, in anything other than a defensive fight, this is tantamount to suicide in the early years. For France to send its fleets against Austria and/or Turkey in support of an offensive by Italy, or for Italy to do the same for France in a move on England, would leave an open invitation for a maritime attack by the neighbors of the country providing the fleets. Without Austrian acquiescence there is no way that France and Italy can realistically combine against any of their neighbors.

Just how good is the possibility of joint action against Germany if Austria is cooperative? The basis for any alliance is benefits for both parties. Assume that Italy secures passage through Tyrolia by giving Austria naval help against Turkey, and he and France attack Germany in 1901. In this case, Italy's only gain, without taking territory that France must move through in a strong move east later in the game and inviting a stab, is Munich. This center has the built-in risk of being isolated and not very defendable from the Italian's base of power. There is also a risk involved

(continued overleaf)

in this war for the alliance; but especially for the Italian player, in terms of the relations between all of the other countries on the board. Everything must happen exactly as desired. Turkey must be at war with Austria, and Russia should also be actively hostile to Austria, thus keeping Austria friendly, weak, and in desperate need of help from Italy's fleets. England must either be neutral or participating in the assault on Germany, the latter being preferable because an attack on Russia by England would seriously weaken France's only potential ally for dealing with England later in the game. The chances of putting together and maintaining this ideal diplomatic combination are small, and in the limited gains possible for the Italian player, accepting an alliance with France when it involves an early war with Germany is a mistake for Italy.

With direct cooperation early in the game between Italy and France out of the question, what options are open for such an alliance? There is only one realistic possibility: France must attack England in conjunction with Germany while Italy moves against Austria with Turkey's help. If all goes well, Italy and France can then hit Germany together and maintain a good position in relation to their other neighbors. The major stumbling block imposed by this plan is keeping Russia and Turkey from allying while this attack is in progress, otherwise the Italian will be faced with the task of keeping a strong alliance at bay. Since Italy stands to make only limited gains against Germany. Italy can both solve this problem and maintain a relative equilibrium in strength with France by allying with either Russia or Turkey against the other. Allowing against Turkey is preferable because it allows continued joint action with France against the remaining common enemy: Russia. The other alliance leaves Italy with a strong possibility of ending up as the mean in a sandwich because France would have no other potential threat to deal with and could ally with Turkey. Any of the other combinations of attacks which have not been mentioned relegate the Franco-Italian alliance to little more than a non-interference pact. However, even the England-Austria line of attack does have its problem; any major deviation from the ideal diplomatic combination, by one of the other countries, will put the alliance in serious jeopardy.

All things considered, a Franco-Italian alliance requires a lot of work to make effective and even that is no guarantee of a reasonable chance of finishing strongly. But I will not go as far as to say that this alliance should be avoided. Personally, I find this combination an intriguing challenge and would like to play the Italian half some day, providing I can get a willing (crazy?) French conspirator. But if you are a player who leans toward improving your standings in any of the multitude of player rating systems attached to Diplomacy, forget this alliance--it's too risky. Secondly, let me repeat that Len Lakofka's definition is valuable because it brings out an important consideration in deciding on an alliance. However, it is incomplete and is based on only the most general considerations, not taking into account the necessary, more specific, and overriding factors involving cooperative strategy and tactics.

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ANSWER TO LAST MONTH'S PUZZLE

The Defined Words

- A. DAMNS
- B. OSSETT
- C. NICTONINIC ACID
- D. HIBERNATION
- E. OTHER
- F. RUNT YEWS
- G. THE THE THE UGLY
- H. OWES
- I. NOTEWORTHY
- J. TUT
- K. HANNIBAL
- L. ENCHILADA
- M. FRENCH LETTER LP
- N. RICH
- O. OPPRESS
- P. GAMEMASTER
- Q. SPORT

The Quotation

☐ I ☐ H A D ☐ A L W A Y S ☐ B E
☐ E N ☐ U N D E R ☐ T H E ☐ M I S
☐ C O N C E P T I O N ☐ T H A T ☐
☐ T H E ☐ F R E N C H ☐ W E R E ☐
☐ N O T ☐ P A R T I C U L A R L Y
☐ S P O R T S M E N ☐ I ☐ T H O
☐ U G H T ☐ T H A T ☐ T H E I R ☐
☐ O N L Y ☐ S P O R T I N G ☐ I N
☐ T E R E S T ☐ W A S ☐ B E D R O
☐ O M ☐ C A L I S T H E N I C S ☐

SPACELANES #7

by Tony Watson

Metagaming of Austin, Texas, a leader in SF game design and sales, is offering Olympica, a game dealing with a UN raid on Mars in the 23rd century. It is another of their \$2.95 MicroGame series and looks to be very interesting. Metagaming has also changed the format of their magazine THE SPACE GAMER from a digest size magazine to an 8½ by 11 offering. None of TSG's long standing quality was lost in the transition.

Last time around I mentioned that SFI was planning to release their FREEDOM IN THE GALAXY sometime this spring. The latest S&T reports that the game's production has been temporarily suspended and the game will not appear at Origins (sometime in July, I believe) so we will have a wait for that particular game.

This edition of Spacelanes deals with spaceship miniatures and rules for their use. The SF miniatures scene has really blossomed in the last year or so, and there is a fair range of castings, from the simple to the ornate, and the less expensive to the higher priced pieces.

The following system will be used for the ratings of rule books:

Complexity-----general complexity of the rules. (5=best, 1=worst)

Physical-----physical quality of the rules and/or charts.

"Feel"-----the "SFness" of the game.

Overall-----a general rating.

SPATIAL MINIATURES RULES

Note: Rules in this category are those intended for the playing of tabletop battles in outer space using metal/plastic/cardboard space craft.

ALIEN SPACE/Zocchi/\$5/16 pgs Comp 3 Phys 3 Feel 4 Over 4

A rather entertaining game using cardboard pieces (provided) which each player pilots one of eight different ship types, all with differing weapons. Sheets for ships give per turn energy allotments to allocate among shields, sensors, weapons, and life support. The special weapons of each ship have an effect (varying) on those of the others. Players' gunnery skill determines hits and damage is determined by cross indexing weapon and power to defense. Lots of fun. One of the real oldies.

STARFLEET BATTLE MANUAL/Zocchi/\$6/24 pgs Comp 3 Phys 3 Feel 4 Over 4

A second generation ALIEN SPACE with the same general description applying, save this time the game concerns itself specifically with the ships from the TV series including all of the various Federation classes of ships and the Romulan, Klingon, and Tholian alien ships. Cardboard counters included or use the models reviewed below.

COMBAT MOONBASE/Attack/\$1.75/6 pgs Comp 2 Phys 2 Feel 3 Over 3

A very simple but clean set of rules based on the "Space 1999" TV series. Very simple rules for movement and combat; attacks are made with lasers or missiles. Good for fast games or introducing beginners to miniatures.

THE EMBATTLED TREK/Wee Warriors/\$4/4 pgs Comp 2 Phys 3 Feel 3 Over 2

Loosely based on "Star Trek" again, this is a set of workable but uninspired miniatures complete with some very baroque cardboard ships for actual play.

GALACTIC WAR/Tabletop/\$4/10 pgs Comp 2 Phys 4 Feel 3 Over 4

One of the better introductory level rule sets and one easily adaptable to most models. Includes some well done cardboard pieces. Ships have beginning levels of energy for movement, weapons, and shields; these fall rapidly as combat progresses. A unique four phase system for combat allows for some second guessing: ships may not have screens up in the same phase as they fire, making firing ships very vulnerable. Once lasers or torpedos get through a screen there is a table for rolling damage to the target vessel.

STAR COMMAND/Clavius/\$4/12 pgs Comp 3 Phys 3 Feel 4 Over 4

One of the better offerings available. Included cardstock ships are of four classes for both aliens and hums. Ships are nearly equal when compared to those of a like class. Weapons include beams, lasers, and seeker missiles; defense is by screens. Each weapon uses a different CRT. A good effort, easily transferable to any models you use. Recommended.

(continued overleaf)

STELLAR WARS/Miller/\$5/45 pgs

Comp 4 Phys 3 Feel 4 Over 4

A recent set of rules designed for adaptation to all existing 1/3000 castings. These rules are fairly amorphous for this reason, not taking any particular "historical" or technical framework, but merely lists a large number of weapons, drives, defenses, and miscellaneous systems, each a little different and given a price in points. A fairly good effort, though a bit cluttered.

STARWAR 2250/McEwan/\$10/44 pgs

Comp 5 Phys 4 Over 4 Feel 4

Particularly nice since this meshes not only with the McEwan ships listed below, but with the McEwan line of SF troops reviewed in Spacelances last month. About half the rules are devoted to setting up a campaign game; the only set of rules to cover this aspect of play. This involves a lot of rolling on tables to set up planets, figure indigenous life forms, and resources. Colonies can also be set up. The tactical rules require a fair amount of writing but are generally well done. Fire is by laser or a variety of missiles, defense by screens, and movement by vector. A good effort but over-priced.

SPACESHIP MINIATURES

Now I will turn my attention to the miniature spacecraft themselves, rating them for:

Coml-----completeness of line, a suitable and good
representation of ships for at least two sides.
Phys-----the physical aspect of the castings.
Over-----general rating of the line as a whole

McEWAN/35¢-\$1

Coml 4 Phys 3 Over 4

These pieces are for use with the McEwan rules listed above, but their traditional design would make them easily adaptable to just about any set of rules. Basically, there are five classes of ships for the Terrans and Ralnai with a few odd ships from other races thrown in. Recommended.

VALIANT/\$3.50-50¢ per pack

Coml 5 Phys 5 Over 5

The main drawback to these fine ships is their high price. They come in packs, all packs but one costing \$3.50. Each pack contains from 4 to 9 light ships or one or two heavy ships--a fairly high cost per ship. The detail, however, is exquisite. The ships are literally covered with detail. The designs themselves are fairly imaginative requiring assembly of parts with the bigger craft. These are the ships I have chosen for my campaign. Recommended.

GAME SCIENCE/\$2-\$2.50

Coml 2 Phys 4 Over 4

I give these a low completeness rating of 2 because Zocchi did the rather stupid thing of coming out with one side's vessels first, and then only one by one. These ships are for the "Star Trek" rules listed above. They are plastic with three or four snap-together parts, and come with their own stands. If you've seen "Star Trek" you know what the ships are like. At present, only Federation craft are available.

MINIFIGS/25¢-60¢

Coml 3 Phys 3 Over 3

The big advantage to this line is that they are very inexpensive. The castings themselves are nicely done, I just find the designs a little weird. Only ten ships are available from four different races meaning selection within a given side is low.

Miniatures not reviewed: SUPERIOR "STARFLEET". I have only seen pictures of these castings. I am unimpressed (many are just damned ugly). They are large pieces and fairly expensive (\$3-\$6 for a capital ship).

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MONTHLY HOROSCOPE

Cancer (born June 21 to July 21)

Cancerians do have some good qualities. They are loyal, independent, discreet, and inventive. But also, Cancers are temperamental, moody, short-tempered, and impatient. In short, they are crabs. They display a marked intolerance towards children, old people, and animals. Cancers love food and cooking and hate dieting. Therefore, the next time you see a fat man kick at a cat stay clear of him, particularly if you are an old man or a young puppy.

WRAP UP OF 1977M

The Centers and Players:

	00	01	02	03	04	05	
AUSTRIA	3	5	2	1	0	-	John Michalski (out FO4)
ENGLAND	3	4	6	7	9	9	Lee Kendter, Sr. (drew WO5)
FRANCE	3	5	4	3	0	-	LeDoux (dr FO2), John Kador (dr SO4), C.D. (out FO4)
GERMANY	3	5	7	7	9	9	Jim Fiack (drew WO5)
ITALY	3	4	4	5	4	4	John Koenig (dr SO2), Bob Fabry (drew WO5)
RUSSIA	4	3	2	2	0	-	Jim McManus (out FO4)
TURKEY	3	5	8	9	12	13	Konrad Baumeister (drew WO4)

GM: Ed Karlinski (dr SO2) Don Horton

Players' Statements:

KONRAD BAUMEISTER: My strategy at the beginning of the game was simple: Win at any cost. Normally, I would prefer an honorable 2-way or even 3-way draw to a dishonorable win, but, for some inexplicable reason, I felt I had to win this game. Perhaps part of the reason is that I thought I had to race Lee Kendter for the win.

My first target was Russia. An alliance with John Michalski (Austria) was a must. By the end of the year we were working hand in glove vs Russia. I picked up Rum and Sev for 2 builds. Germany and England had gotten together and the unsuccessful English landing in Holland was planned to throw off France.

In 1902, due to Italy's dropping out, Austria gained the Ionian Sea, and presented me with an excellent opportunity to take in the rest of the Balkans. While I considered the possibility of an A-R-I alliance after the attack, I thought that given time, I could hold them off. And so by FO2 I had eight centers and poor John Michalski slipped down to two (Vie and Tri).

1903 saw me try to get Fabry, the new Italian player (with whom I had had bad relations in another game--but so did Kendter, which was to my ultimate advantage), to ally with me so as to kill Austria that year and move to stop Lee and Fiack. Naturally, he stabbed me, due, I think to Michalski's excellent diplomacy.

I was surprised to see Germany at 7 centers suddenly shift south to obey a 2 center Austria's demands. But then again, Fiack was never one for using his own brain, and probably needed John's. With 4 countries against me, and France dropping again, things looked dim. At this point I decided that the best I could do in the face of the alliance against me, was a draw. For this I needed Vienna, Trieste, Italy, the Ionian Sea, and preferably Warsaw and Moscow. To get these I would need Russia's temporary assistance. My efforts in the winter of 1903 and all of 1904 were put towards Russia (and England, who refused to attack his puppet Germany in the back). Jim McManus agreed that Germany's threat to Russian centers was immediate, that we had to work together, and so he would support me to Galicia. However, for his trouble, he wanted Sev that year, and Rum the next. This, I thought, was too much to ask. Still, I couldn't ask him to reconsider, for fear he would promptly cancel our alliance before it went into effect. So I had to kill him. Also, that year, England stabbed Italy by invading the Med, so Fabry turned around and my attack on his Trieste succeeded, much to my surprise. By the end of the year, France, Austria (who had been taken out by Germany) and Russia were gone.

I pointed out to Italy the sheer stupidity of attacking me further, and proposed that we try to stalemate the game. He agreed and in one year we blacked the Med, and could have gotten North Africa back had not the game ended.

On the players: Lee played a fine game as England, but was too scared to attack Germany in the end. The players for France were uniformly bad, and by dropping out nearly gave Kendter the game. Fiack, as Germany, played a mediocre game. What were left of his centers can be attributed to Lee's generosity, not Jim's skill. Fabry, playing Italy from FO2 on, made a mistake by not allying with me in SO3. Had he done so, France would still be alive and Germany would have been crushed between Italy and Turkey. John Michalski and Jim McManus, both good steady players, were unfortunate victims of country positioning. I did not enjoy having to stab them, and would have rather seen Fabry and Fiack in their positions. John's diplomacy was the power that thwarted my win.

And one final thing: Lee Kendter informed me that I had stabbed so many times that I will forever be thought of as a heel. However, the only people I stabbed were John and Jim, for a total of 3 (Jim got it twice). Lee, however, stabbed Italy (SO4),

(continued overleaf)

France (S02), and Russia (F02) while Germany stabbed France in S02, Russia in F01, and Austria in S04. The only difference is in that I got the job done right, i.e. you will note that both Austria and Russia died. Lee never did gain off his Italian endeavor, and nearly lost StP, while Germany eventually lost what he had gained in Austria. Now, as Lee put it so wonderfully, "Who would you like to ally with?" Someone that stabs erratically, and for no gain (i.e. Fiack), or someone that will not stab just to have something to do, but will think first?

JIM FIACK (Germany): With the exception of working with a great ally, Lee Kendter, this game was one of the more frustrating ones that I have played in. Some of those are listed:

1) The pleasure of a well co-ordinated stab of France was diminished by NMR after a lengthy stall in the game. Somehow it was like eating unseasoned meat.

2) The inability to keep Russia and Italy in an anti-Turkish alliance was equally frustrating. Here Konrad Baumeister has to be complemented for coaxing the lambs into the wolf den.

3) The personal attacks that were thrown both in the press and in letters were unfortunate. I will say that probably one of the best things going for my alliance with Lee Kendter was the mentality of the efforts to break up that alliance.

So overall what was hoped (in Winter 1902) to be a 2 way tie between Lee and I bogged down to a less than pleasurable experience. Hopefully, the taste of victory in another game can take away the feelings of this one.

JOHN MICHALSKI (Austria): This game had two redeeming features for me: first, like Konrad Baumeister said, it taught me not to be too trusting. Second, the 3 month hiatus before we gave up on Ed Karlinski was one of the straws that got me into the GM business myself, running 14-day deadlines. This was my first try as Austria. I was leery of it, as Austria seemed a turkey-on-a-platter to me, but Konrad's Turkey had an energetically-pushed "shaft Russia fast" scheme backed by some lightly veiled threats that persuaded me to cooperate. Russia was taken in by him, and fell rapidly. 1902 saw our Austro-Turkish alliance at 5/5. Next year it was 2/8. I was torn between opportunity vs Italy one one hand, security vs Turkey on the other. I was greedy. I decided to cover myself by saying I would turn some unspecified unit(s) back, but not doing so. Baumeister saw through it and called my bluff. The board united against him, but foolishly and inexplicably, both Italy and Russia later cooperated at one point or another. At least I went out simultaneously with two other countries. The Turk called me after the stab, but I didn't really care much, because OU had just upset Ohio State by 1 in the final seconds of the game, so the loss of three centers didn't hurt much. Likewise, now that I've completed my victory statement for 76IK, my first game ever played, I don't mind writing a loser's statement for my first big flub. Besides, it provided Konrad with some meat for a good article on How-To-Stab here in CLAW & FANG.

JIM McMANUS (Turkey): In March of 1977 when I first got involved in postal Diplomacy I saw a game where Turkey stabbed Russia twice and I thought "How dumb can the guy be." Now I know, What else can I say except that Konrad had me on the run from S 1901 on. I thought I saw a chance and took it to my everlasting doom.

1977 IK AUTUMN 1903: England F Bel R Eng; Germany A Gas R Old
WINTER 1903: Austria even; England build F Edi; France build A Bro;
Germany build A Mun; Italy, Russia, and Turkey even.

SPRING 1977 due July 10.

MENSA

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WINTER 1901: Austria build A Tri, A Vie; England even;
France build A Mar, A Par, A Bro; Germany build A Bor;

Italy build F Nap; Russia even; Turkey build F Smy.

SPRING 1902 due July 10. Changes of address:

Walter Compton (until July 1) 4302 McKinney, Apt D, Dallas, Texas 75205
(after June 30) Casilla 211A, Quito, Ecuador

Paul Funkenbusch, Box 417, Mercy College, 8200 W Outer Drive, Detroit, MI 48219.

Paul writes: Mail is slow here so please write early and bear with me for the summer, your patience and understanding will be appreciated. Phone is (313) 592-9199

MOSCOW MONTHLY MONITOR: In the first year of this century it is a pitiful statement about the state of the world that every neighboring country assaulted Mother Russia. And
(continued bottom of page 9)

6/10/78

THE PRESS GAME

First, the news:

IN THE CASPIAN SEA: The bowlegged cockney is speaking "I thank the lord we got us an admiral with enough sinse to hightail! Lor' when I saw them French Fleets lurking about Liverpool! We must be near Bermuda bout now, gonna rake some south sea isle. I'm just glad to be living this year 1906KS." Suddenly, Rear Admiral Peter Ast runs screaming from his cabin, "It's all wrong! Look at the stars!" He falls sobbing to the deck. "You men don't understand. You've never been in a press release before. I've been in God knows how many. I can't take it any more. I'm a washed out character."

A voice from the heavens (That's me, the author.) says "Sorry, Peter, between moves you abandoned Liverpool. For your cowardice, you are doomed to wander till you prove your worth. Anyway, I can't think of anything else to write till I've got enemies."

ST PETERSBURG: Russian news sources report there is increased speculation by Russia's neighbors as to the length of the current term of its young Czar. This has apparently had its impact. The reporters confirmed that Czar James seems to be talking to himself and uttering strange phrases. For example, he was heard speculating on taking a vacation "where its cool" and where one does not have to concern himself with "barbaric Austrians". No one will speculate as to the sanity of the Czar. The official press recommends judging the Czar's performance in a few years.

GENEVA: The government of England today invited all powers to a conference in Switzerland to discuss this appalling lack of Black Press in a game which was advertised as a press game but contained no restrictions in the game notice. Italy, in particular was invited. "For starts," declared Phreddy, "we should all dateline everything from Geneva, and that will fix them!" England also announced anyone could use any English city as a dateline, if they wished, and hopes for reciprocation.

BURGANDY (WINE PRESS): "But where's the ocean?" sniffed Number One Hun, Dansk Whoreton. "We were going by way of the French Riviera." Admiral Entegummi bashfully kicked a severed head around and grinned sheepishly, "You said that you wanted to reach port in France; I couldn't find any port so I thought Burgundy would do." Dansk guzzled thoughtfully for a moment, but decided not to acknowledge such a terrible pun!

"Well, we control Burgundy now---that will probably get some kind of reaction from the French Government.

"What will you do now?" quizzed Entegummi.

"What else? Attack the phlegms!"

ON THE ROAD TO MUNICH: "Well" said the commander, "I wish we hadn't forgotten the beer. But France has forced us to go back and get some."

ROME: Okay, you guys. If you won't vote for the draw, Italy declares war on everybody who did not vote for the draw.

And now the action:

FALL 1901: COMMUNICATION LINES FROM AUSTRIA SILENT. IS A COUP UNDERWAY?

AUSTRIA Watson? (3): MMR NOU F Alb-Tri*, A Gal-Vie*, A Ser*H CTRS:home,SER (4)bld 1

ENGLAND Winter (3): F Nwg* S & F NthS* C A Yor-Nwy* CTRS: home,NWI (4) build 1

FRANCE Schlickbernd (3): F MAO-Por*, A Bur-Bel*, A Spa* H CTRS:home,POR,BEL,SPA(6)bld 3

GERMANY Reges (3): F Den* H, A Kiel-Hol*, A Ruhr*-Mun CTRS:home,DEN,HOL (5) build 2

ITALY Reynolds (3): F Ion-Gre*, A Tyo*-Mun, A Nap-Rom* CTRS: home, GRE (4) build 1

RUSSIA Fiack (4): F Bot-Swe*, F Sev* S TUR A Bul-Rum*, CTRS:home,SWE(5)bld 1

A StP-Fin*, A Ukr-War*

TURKEY Hunt (3): F Con-Dul(sc)*, A Bul-Rum*, A Arm* H CTRS: home,BUL,RUM (5) build 2

NEUTRAL: Tun July 10 the due date for Winter 1901.

Standby orders for Austria requested from Konrad Baumcister, 11416 Parkview Ln Hales Corners, WI 53130. Two changes of address:

Fred C. Winter, General Delivery, West Glacier, MT 59936

Dave Hunt, 925 Ottawa St., Lansing, Mich 48915

Press from MENSA 8 continued:this, after pledges of friendship and peace. The beneficiaries of these futile attempts were only Count Cracula and the French. The patriarch of all the Russias calls to the world to awake before it is too late.

ROME: The illegally expansionist commander of the northern army has been removed from his post after attempting to invade our friendly neighbor to the north.

VIENNA: Naughty, naughty, Steve! .

1977CY

GM:FM

FALL 1905:

PASTA/PASTRY DUO PUSH WEST: THEIR APPETITE

INCREASES AS THEIR BELLIES EXPAND

AUSTRIA Reges (7): F Tun-Naf*, A Tyo* S A Boh-Mun*, A Vie-Gal*, A Ukr* S A Rum-Sev*,
A Ser-Tri* CENTERS: home, gre, ser, rum, bul, SEV, MUN (9) build 2

ENGLAND Compton (5): F Wal-Lvp*, F Nwy*-StP, F Eng*-Bel, F Nth-Den*, F NwgS-Bar*
CENTERS: home, nwy, ~~StP~~, DEN (5) even

FRANCE Funkenbusch (6): F MAO-Iri*, F Spa(sc)-MAO*, A Par*-Bur, A Bre* H, A Bur*-Bel,
A Gas*-Par CENTERS: home, por, spa, bel (6) even

GERMANY Straten (4): F Kie-Bal*, A Ruhr*-Mun, A Swe* H (unord), A Mun-Ber /d/R(Kie,OTB)*,
CENTERS: kie, hol, ~~StP~~, ~~StP~~, SWE (3) remove 1

ITALY Bassett (8): F EMed-Ion*, F Aeg* H, F Tus-Lyo*, F Tyn-WMed*, A Ven-Pie*,
A War-Sil*, A Ank* H, A Pru*-Ber CTRS: home, tun, ber, war, con, smy, ANK (9) bld 1

RUSSIA Reynolds (3): F Edi-Nth*, A StP*-Nwy, A Mos*-Sev CTRS: mos, ~~StP~~, ~~StP~~, STP(2)remove 1

TURKEY C.D. (1): A Arm* H CTR: ~~StP~~ (0) out

AUTUMN 1905 and WINTER 1905 due July 10. If all players submit SPRING 1906 I
will publish that also. Vote for Austria-Italy draw failed and has been proposed again.
Also proposed is a five way draw between Austria, Italy, France, Germany, and England.
COA Walter Compton & Paul Funkenbusch (see MENSA 8 on page 8).

LONDON TIMES: Russian shakers amuck in Scotland; French forces move inland;
Germans sell out to Italians; only England keeps the faith while rest of world in chaos.

TUNIS: Austrian navy finds it too hot here. Time to move to cooler climes in west.

KIEL: No Berliner schnitzel-Swedish meatballs for sure.

MUNICH: (expletive deleted) invading Austria.

PARIS: I feel like Charlie Brown. Every year I try to place kick and every year
Lucy pulls the ball away. Never again, Englander! Never again.

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THE DIPLOMAT'S OTHER TABLE

Cornmeal Yogurt Muffins

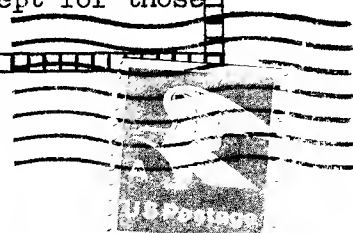
1 cup flour	1/3 cup shortening
3/4 cup yellow cornmeal	1 egg
1/3 cup sugar	1 cup plain yogurt
1/4 teaspoon salt	1/4 cup melted butter
1/2 teaspoon soda	

Sift dry ingredients into mixing bowl. Cut in shortening until mixture resembles
coarse meal. In small bowl, beat egg lightly. Stir in yogurt and butter. With fork
add to dry mixture, stirring until flour is moistened (batter will be lumpy). Spoon
batter into greased 2 1/2-inch muffin cups. Bake at 375° 18 to 20 minutes or until browned.
Makes 1 dozen. They're light and delicious.

Only two more players needed to get Rod Walker's game underway. Send in your
preference list with your game fee.

I only need two more players to get MENSA 9 started. To play in this game you
must be a member of the Mensa Diplomacy SIG. To achieve a different mixture of
players, I want persons not currently playing in MENSA 7 & MENSA 8--except for those
already enrolled.

SCHLICKBERND STABDED???? See page 1 of
CLAW & FANG #91 sent your way by
Don Horton
16 Jordan Ct.,
Sacramento, Calif 95826



94

Your subscription ends this issue.

Rod Walker
1273 Crest Dr.
Encinitas, CA 92024

Games not yet in: 1975GU, 1977HM, and 1977CW.
These will be sent when received.

FIRST CLASS MAIL